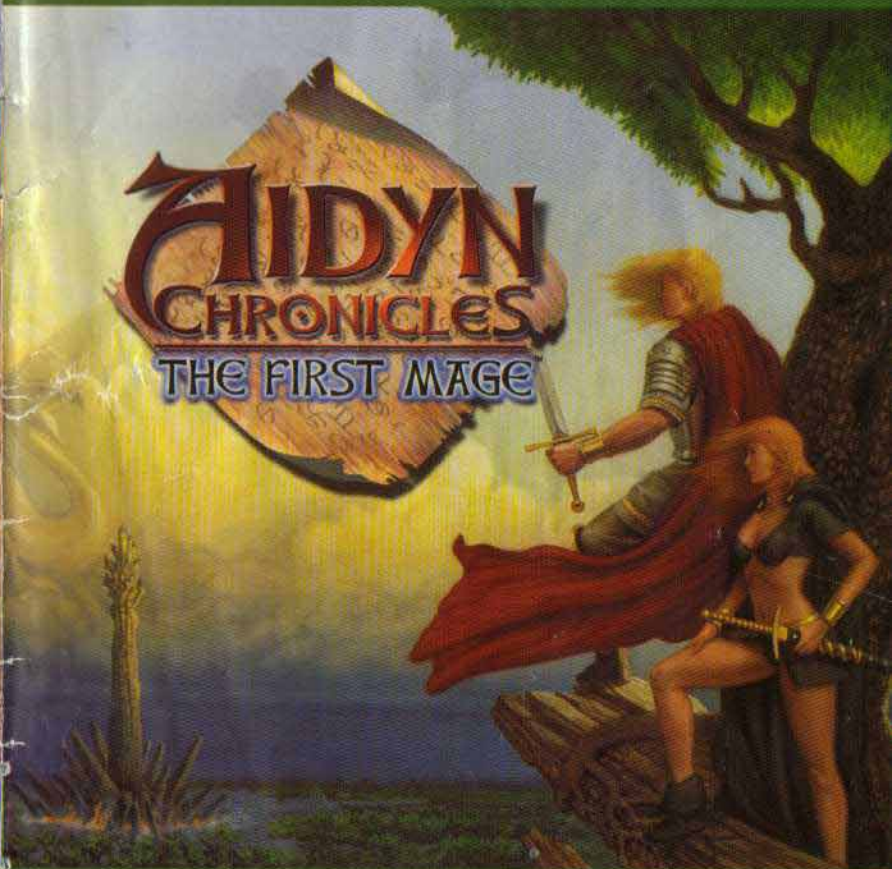




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AIDYN CHRONICLES THE FIRST MAGE



<http://www.replacementdocs.com>

INSTRUCTION BOOKLET

NINTENDO 64



WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY.



THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO PRODUCT.

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Control Stick Function

The Nintendo™ 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



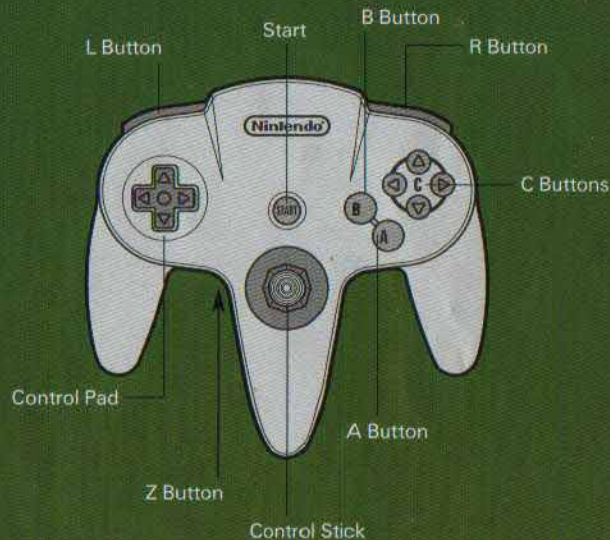
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

This game is compatible with the Controller Pak and the N64 Expansion Pak. Before using these accessories, please carefully read the instruction booklets that come with them. Make sure that the Control Deck is turned OFF when inserting accessories.



Getting Started



Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64.
2. Insert the *Aidyn Chronicles: The First Mage™* Game Pak into the slot on your N64.
3. Press firmly to lock the Game Pak into place.
4. Turn the power switch ON.
5. At the Title Screen, press START when prompted to begin *Aidyn Chronicles: The First Mage™*.

Note: If you want to save games, insert the N64 Controller Pak into the controller before starting play.



ontrols

TREK MODE

Control Stick	Move Alaron
A Button	Interact with characters and monsters
	Open items and doors
	Select an action from any menu
B Button	View characters in your party
	Return to previous menu
	Cancel action
START	Pause Menu
R Button	Camera control (Hold + Control Stick)
Z Button	Sneak (Hold + Control Stick)

COMBAT MODE

Select Action Phase

Control Stick	Move characters
A Button	Initiate melee attack
	Initiate targeting mode
C Down Button	Cast spell
C Up Button	Open Item and Potion Menu
R Button	Camera control (Hold + Control Stick)
Z Button	End turn
L Button	End turn

Targeting Phase

Control Stick	Select target for melee attack, spell or item
A Button	Perform action on target
B Button	Return to Select Action Phase
C Down Button	Cast previous spell (Tap C Down Button)
	Select spell from list (Hold C Down Button + Control Stick)
C Up Button	Use previous item (Tap C Up Button)
	Select item from list (Hold C Up Button + Control Stick)

PAUSE GAME MENU

R Button	Adjust the scroll to the right
Z Button	Adjust the scroll to the left
Control Stick	Highlight selections
	Cycle between inventory, stats, spells, and skills
C Left Button	Cycle back through party members
C Right Button	Cycle forward through party members
C Down Button	View details on skills, spells, items and stats
A Button	Equip and unequip items for selected character
	Use potions, items and spells
B Button	Exit Pause Game Menu
START	Return to the game

Note: To cast a spell from a scroll, or to use a non-combat potion, go to the inventory screen and select the item.



ain Menu



- **New Game** – Select this to begin a new game of *Aidyn Chronicles: The First Mage™*.
- **Load Game** – Load a previously saved game session from a Controller Pak. See SAVING AND LOADING on page 9.
- **Options** – Adjust the resolution and sound options.



ptions Menu

- **Audio** – Press ←/→ to increase or decrease the sound effects and the musical score.
- **Graphics** – Press ←/→ to toggle between a normal screen resolution and the high-res graphics. An Expansion Pak is needed to select the high-res graphics mode.





Playing the Game

Select NEW GAME from the Main Menu to begin. You will be able to name the main character (the default name is "Alaron").

To keep the default name, press START. Otherwise, choose a new name by using the on-screen menu.



Rename the main character, Alaron, to the name of your choice. Use either the Control Stick or Control Pad to move the cursor around the alphabet. Press the A Button to select a letter. Press the B Button to delete a letter. Select OK at the bottom of the screen to confirm your new name, then press the A Button. Choose the X icon at the bottom of the screen to cancel any changes and return to the Main Menu.



SAVING AND LOADING

While playing through *Aidyn Chronicles: The First Mage™*, you will be able to save your progress onto a Controller Pak. When returning to the game, you can load the previously saved game from the Main Menu.

Saving a Game

Press START at any time to view the Pause Menu (see page 18 for more information). Highlight SAVE GAME and press the A Button. You can save a game over a previous save, but this will remove the previous save from the Controller Pak. Three options are available while viewing the Save Game Menu. Press ↑/↓ to scroll through the options.

- **Save** – Use the Control Stick ←/→ to find the file to save over, then press the A Button to save.
- **Delete** – Press ←/→ to find a file you would like to delete, then press the A Button to remove the file from your Controller Pak.
- **Exit** – Highlight EXIT and press the A Button to return to the Pause Menu.

Loading a Game

You can load a previously saved game from either the Main Menu or the Pause Menu. Select LOAD GAME and press the A Button. Three options are available while viewing the Load Game Menu. Press ↑/↓ to access these options.

- **Load** – Press ←/→ to find the saved game you would like to load, then press the A Button.
- **Delete** – Use the Control Stick ←/→ to find a file to delete, then press the A Button to remove the file from your Controller Pak.
- **Exit** – Highlight EXIT and press the A Button to return to the previous menu.



THE DISPLAY

Game play occurs in two different scenarios: the Trek Mode and the Combat Mode. While travelling from town to town, you are playing the game in Trek Mode. After encountering an enemy, you enter the Combat Mode. See page 13 for more information.



Trek Mode

- **Alaron** – Alaron always represents the entire party while travelling throughout the realm.
- **Sun Dial** – The Sun/Moon rotates around the 12-hour dial, showing the time of day. Try not to be on the road at night!
- **Compass** – The direction you are facing is highlighted on the compass, with the other directions shaded out.
- **Party Members** – Press the B Button at any time to view portraits of each party member along the bottom of the screen.



DIALOGUE

While travelling through villages, towns, forests and castles, Alaron can talk to any of the friendly characters he meets. Approach a character and press the A Button to begin a conversation.



One character begins the conversation, then the other character replies. They continue taking turns until the conversation is complete. Sometimes, Alaron has many questions to ask a character or has different answers for their questions. When more than one question or thought is displayed, use the Control Stick to select a phrase and press the A Button. When the discussion for that topic has been completed, new questions or phrases will be displayed. You can not return to a previous list of questions, so choose Alaron's queries wisely.





BUYING AND SELLING ITEMS

Approach a merchant and press the A Button to begin a transaction. After greeting the merchant, you may choose to buy an item, train, or quit the transaction. When purchasing an item, press the C Up Button to see if the price is fair.

The Buy/Sell interface will be displayed if you decide to buy an item. Use the Control Stick \leftarrow/\rightarrow to choose between BUY and SELL, then press \uparrow/\downarrow to find an item to purchase or to sell.

Above the SELL column, the amount of Gold you own is displayed. Beneath the BUY column, the value of the selected item is shown in Gold Pieces. This shows how many Gold Pieces you need to purchase the item, or how much money you will receive from selling the item.

Note: Not all merchants offer training. See page 15 for more information on increasing your skills.



Combat



Alaron will face many enemies throughout his adventure. When an enemy force attacks, you enter the combat mode. Your entire party joins you on the battlefield facing the enemy forces.

Each character can move within a certain radius per turn, determined by their Stats. A heavily armoured

knight does not move very fast on the battlefield. Instead, he moves in close with a powerful frontal assault. A thief, on the other hand, can dash around a slower foe and use a deadly backstab to attack with. A spellcaster with a large arsenal of magic can catch the enemy in the crossfire. Try to gain high ground during combat for a bonus to your attack, or use a bow to strike from long range.

TURN BASED ATTACKS

The combat system allows each character to move and attack within a certain area, determined by that character's Stats (see PLAYER STATS on page 22). Use the Control Stick to move a party member, then press the A Button to begin the attack. Magic users may cast a spell with the C Down Button.

If a character is unable to attack, press the Z Button or A Button to complete the turn.

Combat Mode

• Selected Character

All characters in your party appear on the battlefield. The selected party member will be in the middle of the screen during his or her turn.

• Enemy

Each opponent in the enemy's group is also shown on the battlefield.

• Character Health

Next to each party member's portrait is a green Health Bar. This shows how much health (HP) a character has. When a character is hit, the health bar depletes and changes colour. When the health bar disappears, the character dies.

• Enemy Health

Each enemy involved in the battle is shown along the left side of the screen. Next to each enemy portrait is a Health Bar. When the Health Bar is gone, the enemy is defeated.

• Combat Messages

The bottom portion of the screen displays messages during combat. These will let you know whose turn it is and will display Hit/Miss messages after an attack.

• Spell/Item Menu

By holding the C Down or C Up Buttons, you can view the Spell Menu or Item Menu. Continue holding the Button and use the Control \uparrow/\downarrow Stick to highlight a Spell or Item. Press the A Button to use it in combat.



AFTER COMBAT

Level Up

When your party is victorious, the Level Up screen will appear. You may increase basic Player Stats, Skills and Spells by selecting it and pressing the A button. The Bottom/Left portion of the screen will display information on your experience points. Press either START or the B Button to exit the Level Up screen.

• XP Cost

Press \uparrow/\downarrow to view the amount of experience needed to increase each Stat.

• XP Remaining

This is the total amount of experience you have accumulated. You cannot increase a Stat if the XP Cost is higher than the XP Remaining. Defeat more monsters to increase this number, allowing you to increase your Stats.

Note: See PLAYER STATS on page 22 for more information.

Treasure

After distributing your experience points on the Level Up screen, you will view the Treasure screen. Any items the enemy dropped during battle are displayed on the left side. Press \uparrow/\downarrow to highlight an item and press the A Button to add it to your inventory. You can also drop items currently in your inventory at this time. The amount of gold you've earned is shown at the bottom of the screen. Press either START or the B Button to exit the Treasure screen and return to the game.





agic



Control Stick ↑/↓ to select a spell and release the C Down Button. The character is now ready to cast the spell. Press the A Button to begin casting.



Each character with spellcasting abilities may call upon their magical forces during battle. During a character's turn, hold the C Down Button to list the spells in that character's repertoire. The green spells are used to help the party by curing poison or increasing their ability stats. The red spells are used to attack the enemy monsters. Use the

Offensive Spells

To cast a damaging spell against an enemy, select a red spell from your list and press the A Button. Move the cursor on the screen with the Control Stick to highlight the enemy you want to attack. Press the A Button to begin the spell.

Defensive Spells

To cure a party member of poison or cast another type of defensive spell, select a green spell from your spell list and press the A Button. If the spell is for one specific character, use the Control Stick to highlight the character, then press the A Button to complete the spell. If the spell protects/cures more than one party member, a large circle will appear. All party members within its radius will feel the effects of the spell. Press the A Button to cast the spell.





Pausing the Game

You may pause the game at any time to access many different options. Press the B Button or START to return to the game. Press the R Button once to view the Inventory Screen, and a second time to view the Calendar Screen. Use the L Button or Z Button to return to the Inventory Screen and Pause Menu.



PAUSE MENU

- **Load Game** – Select this option to load a previously saved game from the Controller Pak. See page 9 for more information.
- **Save Game** – Choose to save your progress to a Controller Pak at any time. See page 9 for more information.
- **Options** – Adjust the game options or rename your character. See OPTIONS MENU on page 8 for more information.
- **Theater** – Review the cinematic sequences you've already seen.
- **Help** – You will be able to find invaluable hints and tips by selecting HELP from the Pause Menu.

INVENTORY SCREEN

- **Selected Character** – The party members are shown in the Top/Left portion of the Inventory Screen. The selected character's portrait is larger than the other party members' pictures. Also, his/her name is listed above the portraits.
- **Character Stats** – The selected character's statistics are displayed in the Top/Right portion of the Inventory Screen.
 - Hit Points** – A healthy character will have an abundance of hit points. A character who is low on HP will need plenty of rest and a drink from some healing potions.
 - Level** – Gain experience to increase each character's level. The higher a level, the more powerful a character will be.
 - Gold** – The number represents the amount of gold pieces your entire party owns.
- **Inventory** – The party's items are shown here. If a party member is using an item, an icon will appear next to the item. Use the Control Stick ←/→ to view other Skills and Stats for each character.
 - Stats** – The statistics for each character represent how well he/she will do in combat. See page 22 for more information.
 - Skills** – Each character uses unique abilities and skills in combat. Training can increase these abilities. Try to find different masters/teachers in the various towns and villages.
 - Spells** – Magic users employ additional abilities, which are displayed in the Spells column.
- **Equipped Items** – The Bottom/Left of the screen shows all the items, weapons, and armour, as they're equipped on each character. The icons represent various parts of the body where armour and weapons are used. These include the head, neck, torso, back, waist, fingers, hands, and feet.



CALENDAR SCREEN

While on the Inventory Screen, press the R Button to view the Calendar Screen.

- **Map** – A general overview of the map is shown from a bird's-eye-view perspective.
- **Calendar** – The square represents the current day on the calendar, while the phases of the moon are also displayed.
- **Camp** – Select CAMP to allow the party to rest in their travels. This will increase their Hit Points and other stats affected by time. See page 21 for more information.
- **Journal** – View Alaron's Journal. This will keep you updated on mini-quests and other tasks Alaron has completed.



Camping

Camping allows your weary party to put their feet up and regain valuable HP.

Press START to pause the game and use the R Button to advance to the Calendar Screen (see the previous section for more information). Now select CAMP and press the A Button.

It is possible to be ambushed by monsters at night. A party member with a high Ranger skill will significantly reduce the risk of an ambush.





Player Stats

The characters in *Aidyn Chronicles: The First Mage™* learn from their experiences in battle. As they defeat each enemy, more experience points are awarded to the party members. Experience points may be exchanged for increased Statistics (Stats) or Skills. Each increased Stat improves a character's overall abilities.

There are six basic Stats to increase, and a number of Skills each character can learn by training with a master.

The basic Stats are:

- **Intelligence** – Increased Intelligence helps a mage's spellcasting and a warrior's long range attacks.
- **Willpower** – This aids a character's magic resistance to enemy spells.
- **Dexterity** – The ability to be quick will give a character bonus attacks while in battle and will help him or her avoid enemy attacks. A character can also move farther in battle.
- **Endurance** – These points are known as "lethal damage points". When a character's Endurance points reach zero, death is close behind. Increase Endurance to raise a character's Bonus HP.
- **Strength** – Each blow delivered to the enemy causes more damage when Strength is increased. Also, his or her chances of hitting the enemy are increased.
- **Stamina** – Stamina decreases during spellcasting, disarming traps, picking locks, and making armour and potions. Considered "non-lethal damage points", when Stamina drops to zero, points are taken from Endurance. Be sure to keep your Stamina up by resting.



Weapons & Items



As Alaron explores the realm, he will come across various items to either use, equip, or sell.

- **Weapons** – You can find Sword, Hafted, Pole, Thrown, or Missile weapons in stores or after combat. Sometimes a faster weapon is better than a weapon that causes more damage because you

are given a better chance to hit the enemy. Be sure to equip the most appropriate weapons according to each character's list of skills.

- **Armour** – Armour not only helps clothe each character, but it also helps protect them from enemy attacks. Equip the best armour for each member of the party to be able to withstand enemy attacks - keep in mind heavy armour will slow down your quicker characters.
- **Rings** – Rings will alter a character's protection rating, spell casting abilities, or combat abilities.
- **Potions** – Keeping healing and curing potions can be very helpful when deep within a forest. Remember to use your potions when in combat.
- **Scrolls** – Scrolls contain spells that can be used in battle. You must equip a character with the scroll before using it. The spell will then be available in battle by pressing the C Down Button.

You can learn the spell permanently by accessing the Inventory Menu and using the scroll. Aside from finding items after defeating an enemy, items are also scattered throughout the realm. Well-hidden treasure chests have been known to contain everything from gold coins to armour and weapons.

To find items while travelling, look for treasure chests that are hidden – usually off the beaten path. Press the A Button to open a chest. If the chest has a trap, you will be asked if you want to disarm the trap. If you fail to disarm the trap, the entire party will take damage by opening the chest. If a character's Thief skill is not high enough, the party will be unable to open the chest.

Treasure chests also contains locks. If a lock is found, you need to choose a party member to pick the lock. If successful, the chest opens allowing access to the treasure within.

Note: Choose the party member with the highest Thief skill to unlock the chest.



Characters

Alaron

A headstrong young squire, Alaron was orphaned when he was still an infant. Taken in by the King, he's in training to become a knight - if he can stay out of trouble, that is. Unbeknownst to him, events are soon going to sweep him into an adventure that will change his life forever.



Brenna

Also orphaned when she was very young, Brenna had to learn to make her own way in the world before the King brought her under his protective wing. An accomplished thief (though don't call her that to her face), Brenna is Alaron's closest companion and truest friend – even if they do fight constantly!

Abrecan

The very essence of a knight, Abrecan is the captain of the guard, sworn to the defense of the King. Devotion to honour and duty is his life. His gruff exterior belies his concern that Alaron's promise as a knight will go unfulfilled. Abrecan's strength and skill with weapons is unsurpassed.



Rheda

One of the youngest wizards in the kingdom, Rheda's passion sometimes gets the better of her. She's obsessed with curing her friend Niesen, who was cursed by a necromancer. As Alaron's instructor in the arts of magic, Rheda has great knowledge of spells and magic – useful abilities when danger strikes.



Godric

The castle alchemist, Godric is a few beakers short of a flask. He's brilliant, but more than a little erratic, as anyone who's been unfortunate enough to be near one of his more incendiary experiments has discovered. Still, no one in the castle knows more about herbs and potions, making him extremely useful to the kingdom.



Becan

Once a heroic knight, Becan saved the life of the King in battle. But now he rejects the horror of war and lives a life of peace and solitude. An expert tracker and skilled woodsman, Becan wants to help Alaron on his quest, but struggles with his principles and returns to the field of battle.

Arturo

Built like a siege engine, this armoured mass of muscle is none too bright. But if there's one thing you can say about Arturo, it's that he'll do anything to become a knight. His single-minded pursuit of his goal makes him an ideal companion for Alaron, although his idea of battle tactics leaves a bit to be desired.



Keelin

This beautiful and unscrupulous thief is an expert in getting what others want, for a price. But now she wants something for herself – Alaron! An invaluable asset to the party, Keelin may nonetheless be more trouble than she's worth sometimes.

Niesen

Niesen and Rheda became friends at the Wizards' School in Talewok, where both were studying to become wizards. Now cursed by a necromancer and doomed to slowly turn undead, Niesen's search for a cure leads him to join Alaron in his quest. Seemingly unconnected, the two will find their destinies more intertwined than either could have imagined.



Donovan

This swashbuckling duelist doesn't understand the meaning of the word surrender – or the meaning of the word "caution", for that matter. Supremely confident, his prowess in combat just might equal his boasting – but there are greater dangers ahead than can be dealt with sword alone.



Baird

Part poet, part barbarian warrior, Baird sees himself as the lead character in a great heroic epic. While he's often a little too concerned with how history will see his actions (and has an unfortunate habit of reciting dramatic verse at inopportune moments), he's a good person to have at your side when trouble starts.

Dougal

A master troubadour, Dougal can fight and cast spells with skill equal to his abilities with song and verse. Friendly and gregarious with others, Dougal is surprisingly closemouthed about his past. But is he truly hiding something? And if so, what is his secret?



Sholeh

One of the mysterious race known as the Jundar, Sholeh is something of an enigma. Sharing the typical Jundar contempt for humankind, Sholeh nonetheless finds them fascinating in a strange way. An expert in Star magic and a seasoned warrior, Sholeh's loyalty may be somewhat questionable.



Controller Pak



Aidyn Chronicles: The First Mage™ is compatible with the Controller Pak accessory. Before using the Controller Pak, read its TM instruction booklet carefully. *Aidyn Chronicles: The First Mage™* supports "hot" insertion of the Controller Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Controller Pak at any other time, please turn the Control Deck OFF before doing so.



Spell List

NAME (SCHOOL)	MIN. RANK	COMPONENT	ST COST	ASPECT
Air Shield (Elemental)	1	Spice	6	Solar
Control Elementals (Elemental)	4	Spice	10	Solar
Debilitation (Elemental)	2	Herb	6	Solar
Dragon Flames (Elemental)	2	Spice	10	Solar
Earth Smite (Elemental)	6	Gemstone	10	Solar
Fireball (Elemental)	5	Gemstone	15	Solar
Immolation (Elemental)	4	Spice	8	Solar
Lightning (Elemental)	3	Gemstone	3	Lunar
Neutralise Poison (Elemental)	2	Herb	4	Solar
Strength (Elemental)	1	Herb	7	Solar
Wind (Elemental)	4	Herb	7	Solar
Banishing Elementals (Naming)	4	Gemstone	15	Neutral
Brilliance (Naming)	2	Gemstone	6	Lunar
Charming (Naming)	3	Gemstone	6	Solar
Control Marquis (Naming)	3	Gemstone	10	Lunar
Endurance (Naming)	2	Spice	6	Solar
Sense Aura (Naming)	3	Herb	7	Lunar
Stupidity (Naming)	2	Herb	6	Lunar
Teleportation (Naming)	8	Gemstone	10	Neutral
Weakness (Naming)	2	Herb	6	Lunar
Acid Bolt (Necromancy)	4	Spice	8	Lunar
Aura of Death (Necromancy)	4	Spice	5	Lunar
Cheat Death (Necromancy)	6	Gemstone	10	Solar

DESCRIPTION

All friendly entities within the range of the spell add 1/Rank to their Armour value.

One elemental within range can be controlled. Its allegiance changes so that it will fight other monsters instead of the party.

Target loses 2 PS value for each Rank of the spell.

Inflicts 2 Damage. The target(s) of this spell are attacked by wicked dragon flames emanating from the caster.

Inflicts 4 Damage. The target of this spell is struck by a large chunk of earth and crushed. The enemy must be human-sized or smaller.

Inflicts 1 Damage. A fireball is fired from the fingertips of the caster.

Inflicts 1 Damage. Fires a burst of flame at the target, who catches fire and takes 1d6 per round thereafter until the spell expires.

Inflicts 1 Damage. Target of the spell is attacked by lightning.

Neutralises the effects of poison. Chance of success increases with Rank of the spell.

Target gains 2 PS value for each Rank of the spell.

Inflicts 2 Damage. The caster creates a mage wind which will dispel any fog in the combat arena and damage one target.

Any single elemental in Range is banished back to the Spirit plane and effectively destroyed.

Target gains 2 IN per Rank of the spell.

Target of this spell switches sides in combat and now views his friends as his enemies and vice versa. The target must have a true name.

One Marquis within range can be controlled. Its allegiance changes so that it will fight other monsters instead of the party.

Target gains 2 EN value for each Rank of the spell.

The target of this spell reveals its current statistics. The amount of information revealed depends on the Rank.

Target loses 2 IN per Rank of the spell.

Caster teleports to a chosen point on the battlefield within range. This spell is restricted to the caster only.

Target loses 2 EN value for each Rank of the spell.

Fires a spurt of acid at the target, who continues to be burned by acid for 1d6 per round thereafter until the spell expires.

Reduces the morale of Solar-aspected enemies, often causing them to retreat. The target must have a Solar aspect.

If, after having this spell cast on them, the target receives a wound that would render him/her unconscious, this spell restores them to life with a few EN points (depending on the Rank of the spell) and then the spell expires. The target must have a true name.

NAME (SCHOOL)	MIN. RANK	COMPONENT	ST COST	ASPECT
Control Zombies (Necromancy)	3	Herb	10	Lunar
Crushing Death (Necromancy)	7	Spice	15	Neutral
Darkness (Necromancy)	2	Gemstone	6	Lunar
Exhaustion (Necromancy)	2	Gemstone	6	Solar
Haste (Necromancy)	4	Spice	5	Neutral
Spirit Shield (Necromancy)	3	Herb	6	Lunar
Stamina (Necromancy)	2	Gemstone	6	Lunar
Tap Stamina (Necromancy)	3	Spice	5	Lunar
Wall of Bones (Necromancy)	5	Herb	15	Lunar
Wraith Touch (Necromancy)	8	Gemstone	2	Lunar
Dispel Elemental Magic (Neutral)	1	Herb	7	Neutral
Dispel Naming (Neutral)	2	Spice	6	Neutral
Dispel Necromancy (Neutral)	2	Gemstone	6	Neutral
Dispel Star (Neutral)	2	Herb	6	Neutral
Mirror (Neutral)	6	Gemstone	10	Neutral
vs. Elemental (Neutral)	1	Gemstone	5	Neutral
vs. Naming (Neutral)	1	Spice	5	Neutral
vs. Necromancy (Neutral)	1	Herb	3	Neutral
vs. Star (Neutral)	1	Gemstone	5	Neutral
Aura of Solar Wrath (Star)	4	Gemstone	5	Solar
Clumsiness (Star)	2	Spice	6	Lunar
Dexterity (Star)	2	Herb	7	Neutral
Frozen Doom (Star)	6	Herb	10	Lunar
Light (Star)	2	Spice	5	Solar
Photosynthesis (Star)	3	Herb	8	Solar
Shield of Starlight (Star)	3	Gemstone	8	Solar
Stellar Gravity (Star)	2	Spice	6	Lunar
Web of Starlight (Star)	3	Gemstone	10	Lunar
Whitefire (Star)	6	Spice	15	Solar

DESCRIPTION

One Zombie within range can be controlled. Its allegiance changes so that it will fight other monsters instead of the party.

Inflicts 7 Damage. A ghostly hand appears and crushes the target's heart. The target must be human-sized or smaller.

This spell lowers the level of light in a combat arena to night time. (Note that this changes the aspect of the arena.)

Target loses 2 ST value for each Rank of the spell.

All targets within range of this spell have their movement rate increased by 2/Rank.

All friendly entities within the range of the spell add 1/Rank to their Armour value.

Target gains 2 ST value for each Rank of the spell.

Drains 2 ST points per Rank of the spell from the target, and adds them to the caster's total for the duration of the combat.

Any single target within range is surrounded by a wall of bleached bones. The entity is completely encased inside the wall, and as long as the spell lasts, cannot attack, cast spells, or move. The targets must have a true name.

Spell drains 2D6 points from one randomly chosen characteristic of the target.

Spell has a chance of dispelling any Elemental spell currently active in the area of effect.

This spell has a chance of dispelling any Naming spell currently active in the area of effect.

This spell has a chance of dispelling any Necromancy spell currently active in the area of effect.

This spell has a chance of dispelling any Star spell currently active in the area of effect.

Effectively reflects the next few spells cast on the target.

Increases the magic resistance to any Elemental spell by 6% per Rank.

Increases the magic resistance to any Naming spell by 6% per Rank.

Increases the magic resistance to any Necromancy spell by 6% per Rank.

Increases the magic resistance to any Star spell by 6% per Rank.

Reduces the morale of Lunar-aspected enemies, often causing them to retreat. The target must have a Lunar aspect.

Target loses 2 DX value for each Rank of the spell.

Target gains 2 DX value for each Rank of the spell.

Inflicts 3 Damage. The target of this spell is frozen solid for the duration of the spell. The target must be human-sized or smaller.

This spell raises the level of light in a combat arena to daylight. (Note that this changes the aspect of the arena.)

Affected targets regenerate some ST every round for the duration of the spell. It must be daytime for Photosynthesis to work.

All friendly entities within the range of the spell add 1/Rank to their Armour value.

Target of this spell has his Movement Rate reduced by 2 per Rank. If the target's Movement Rate is reduced to zero, then he cannot move.

Inflicts 2 Damage. Target is enclosed in a glowing web and will take damage from the web every round in which they are stuck. They cannot move, attack or cast spells until they break free. The target's chance of breaking free depends on its Strength. The target must be human-sized or smaller.

Inflicts 4 Damage. Any single target within range is flash-fried by white fire. The target must be human-sized or smaller.



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This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

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